

**SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR STORING
SYNCHRONIZATION HISTORY OF THE EXECUTION OF A
MULTIMEDIA EVENT ON A PLURALITY OF CLIENT COMPUTERS**

ABSTRACT

A system, method and article of manufacture are provided for storing synchronization information for subsequent playback of an event on a plurality of client apparatuses. Initially, an event is stored in memory on at least one of a plurality of client apparatuses. These client apparatuses and a host computer are adapted to be connected to a network during use. Information is stored on the host computer for allowing the simultaneous playback of the event on each of the client apparatuses. In operation, the information may be downloaded utilizing the network for playback after the simultaneous playback of the event from the memory.

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DOCUMENT # 24433460